Weapon (spear), rare (requires attunement)

"The origins of this spear is shrouded in the mists of time. It has been passed from one victor to the next, always seeking blood with its ancient, sharp, flint edge."

The spear appears as a shaft of bone and wood beautifully engraved. At its tip, a sharp flint head awaiting its next victim.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.
After throwing this spear, it teleports back into your hand once it reaches its destination.

Bloodbore. Once per turn, when you hit a creature for the first time with the spear while wielded in one hand, it must make a DC 13 Constitution saving throw. On a failure, it takes an additional 1d6 damage. If the creature fails the saving throw 3 times, it falls unconscious until the end of its next turn. On a successful save, the creature takes half damage.

Versatile Bloodbore. Once per turn, when wielding Flintfang with both hands and when you first hit a creature with the spear, it must make a DC 15 Constitution saving throw. On a failure, it takes an additional 1d8 damage. If the creature fails the saving throw 3 times, it falls unconscious until the end of its next turn. On a successful save, the creature takes half damage.

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